SNS-A9WE-USA

TODD McFARLANE'S

SPAWN™

THE VIDEO GAME

KIDS TO ADULTS

K-A

AGES 6+

INSTRUCTION BOOKLET

Acclaim entertainment, inc.

SUPER NINTENDO ENTERTAINMENT SYSTEM

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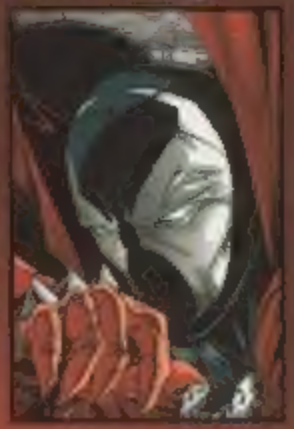
YOU HAVE DIED ... AND SHALL DIE A SECOND TIME



You are Al Simmons. Or at least you used to be. Of that much you're certain, even though your memory continues to play sadistic games with your consciousness. But Al was your name. That's what your wife, Wanda, called you. That's what your friends in the government's security and spy biz called you.

Friends. *Yeah, right. With friends like that, who needs assassins?*

A couple of well-directed rounds from one of your closest friends cost you your life and thrust you into the deepest pits of ...

The Darklands! Now you remember! That's where that scum-sucking evil of all Evils, Malebolgia, transformed you into his ... his ... his horrific plaything, his agent of evil on Earth.

His Spawn.

You thought you had a deal, to live again so you could see your wife. But no deal with Malebolgia is made without a price. The price to you is torture. Malebolgia gave you infinite powers, then limited their supply. When they're gone, your eternal soul is his. To use your powers to prevent evil is to place your soul closer to Malebolgia's ownership. To keep your soul, you must withhold those powers—which simply amounts to standing by and allowing evil to flourish.

Either way, Malebolgia is pleased. It's a horrible dilemma, one that mercilessly tears your being to shreds. You think it can't get any worse than this.

You're wrong.

INNOCENCE HELD HOSTAGE

You and I have had our problems in the past, Spawn, but it's time to set those aside. There's a renegade Crusader loose, The Mad One, and he's already set into motion a plan that must be stopped—now!

The Mad One has kidnapped 13 children, and captured their innocence within an Orb Of Purity. He hopes to use the Orb to destroy Malebolgia—once and forever.

The children are still alive, but barely. Without their life essence, they exist only as human vegetables. They can be saved, but The Mad One has already taken the Orb and entered The Darklands, where I cannot go. That is why you must stop him. That, and one other reason:

One of the 13 children is your stepdaughter, Cyan.

Simmons, you poor, pathetic fool! You actually think you can do anything about this? Do you actually think Cyan is not a part of all this for a greater reason? You continue to amuse me, my pet Spawn! Hahahahahahahahahahahaha!

BEFORE YOU LEAVE THE ALLEY

So come on, come on! I just know you're itching to get into this battle, right? Right! Okay, fine, but there's a couple of things you oughta know first, so pay attention. Hey—I'm talking to you! I said pay attention! This all has to do with something called ***LOADING:***

1. *Make sure the power switch is OFF.*
2. *Insert the Spawn™ Game Pak as described in your SUPER NINTENDO ENTERTAINMENT SYSTEM® instruction manual.*
3. *Turn the power switch ON. When the Spawn™ title screen appears, you will see three choices: START GAME, PASSWORD and OPTIONS. To start a game, before or after setting options, press the START BUTTON when START is highlighted.*

PASSWORDS

Spawn features a password function that allows you to pick up game play at the area associated with a particular password, allowing you to play with the amount of energy you possessed at that point. Passwords are given at the end of certain levels. To input a password, press any button when Password is highlighted, then press LEFT or RIGHT on the CONTROL PAD to highlight the desired letter or number and the A or B BUTTON to select it. To delete, move cursor to the desired password slot and input another character. When you've entered your password, press the START button to return to the main screen and begin game play.

OPTIONS

Key Configuration: *This option allows you to configure controls to your individual preferences. To set key configurations, press UP or DOWN on the CONTROL PAD to highlight a move, then press the button you wish to execute that move.*

Sound: *Play with Stereo or Mono sound by pressing any button to toggle the highlight to the desired option.*

Exit: *When you're through setting options, highlight exit and press any button to return to the main screen.*

ESSENTIAL KNOWLEDGE

From the grimy back alleys of the city that you call your home to the eighth level of the Darklands below, a mastery of basic movements is the first step in your journey through evil and self-discovery.

BASIC MOVEMENTS:

To walk left or right, *use the LEFT and RIGHT CONTROL PAD ARROWS.*

To run left or right, *quickly double-press the LEFT or RIGHT CONTROL PAD ARROW.*

To crouch, *press DOWN on the CONTROL PAD ARROW.*

To jump, *press the B BUTTON*

To Slide on a vertical surface, *jump and use the LEFT and RIGHT CONTROL PAD ARROWS to direct your movement during the jump to hit and slide down that surface. You can use the B BUTTON to jump off the surface.*

COMBAT MANEUVERS:

As Spawn, you have been given a wide range of combat maneuvers by Malebolgia. Their appropriate use is specific to your physical position. Use the chart below as an easy reference tool:

YOUR ACTION	BUTTONS	RESULT
Standing	LEFT	Jab
	X	Punch
	A	Thrust Kick
	Y	Spinkick
	UP + LEFT or X	Spinning Uppercut
Running	LEFT or X	Uppercut
	A or Y	Shoulder Attack

YOUR ACTION	BUTTONS	RESULT
Crouching	LEFT	Punch
	X	Chain Attack
	A	Foot sweep
	Y	Sliding attack
	UP + LEFT or X	Spinning Uppercut
Jumping vertically	LEFT	One Hand Chop
	X	Two Handed Hammer Punch
	A	Front kick
	Y	Somersault kick
Jumping left or right	LEFT	Chop
	X	Downward punch
	A	Flying side kick
	Y	Dropkick

To deliver a reverse kick, press A or Y button quickly while in a defensive position, or press A or Y, reverse direction, then press A or Y again.

To deliver a reverse spin kick, press the opposite direction on the CONTROL PAD while delivering a kick.

To deliver a reverse punch, press LEFT or X button twice quickly while in a defensive position, or press LEFT or X, reverse direction, then press LEFT or X again.

To block a punch or attack, press the RIGHT BUTTON.

To break a fall, press the B BUTTON continually while falling; your cape will spread open and slow you down.

And this, Spawn, is your life meter, the final measure of your ultimate powers. Replenish your body, save the others .. but when it reaches zero, your soul is mine! Forever! Hahahahahahahahaha!

IMPORTANT NOTE: When you fall off the screen, you will reappear in your teleportation state (see page 11 for more details on teleportation). Be sure to move quickly to a safe position before the temporary teleportation power wears off.

UNLEASHING YOUR FRIGHTFUL POWERS

THE POWER: TINKERBELL
Life points: 16
ITS EFFECT: When fired, the Tinkerbell will seek out and circle the closest enemy. Upon detonation, it will damage that enemy.
TO UNLEASH IT: Hold RIGHT TRIGGER and press DOWN, then A or Y BUTTON to fire Tinkerbell, then press the LEFT TRIGGER, A, X, Y BUTTONS to detonate.

THE POWER: HEAL YOURSELF
Life points: 328
ITS EFFECT: To repair all physical damage inflicted by any and all enemies.
TO UNLEASH IT: Hold RIGHT TRIGGER and press UP, DOWN, then quickly release the RIGHT TRIGGER.

THE POWER: BURNING FIST
Life points: 128
ITS EFFECT: *Spawn's fist will become encircled in a ball of powerful energy that will inflict severe damage on an enemy.*
TO UNLEASH IT: *Hold RIGHT TRIGGER and press RIGHT, LEFT (or LEFT, RIGHT), then press the LEFT TRIGGER or the X BUTTON.*

THE POWER: FIRE BLAST
Life Points: 64
ITS EFFECT: *A blast of flame will emanate from Spawn's body and engulf all enemies in its path.*
TO UNLEASH IT: *Hold RIGHT TRIGGER and roll thumb from DOWN counterclockwise to RIGHT, then press the LEFT TRIGGER or the X BUTTON.*

THE POWER: FULL FORCE BLAST
Life Points: 128
ITS EFFECT: *Four fireballs of energy will emanate from Spawn's body and seek out enemies, inflicting great damage.*
TO UNLEASH IT: *Hold RIGHT TRIGGER and roll thumb from DOWN clockwise to LEFT, then press the LEFT TRIGGER or the X BUTTON.*

THE POWER: FIRE STORM
Life Points: 128
ITS EFFECT: *A whirling fury of fire will surround and explode around Spawn, damaging all enemies it touches.*
TO UNLEASH IT: *Hold RIGHT TRIGGER and roll thumb from LEFT towards RIGHT, then press the A or the Y BUTTON.*

THE POWER: SEARING FIST BLAST
Life Points: 192
ITS EFFECT: *Spawn will spread his arms and unleash a full-screen blast of energy that will damage all enemies on the screen.*
TO UNLEASH IT: *Hold RIGHT TRIGGER and roll thumb from RIGHT counterclockwise towards LEFT, then press the LEFT TRIGGER or the X BUTTON.*

THE POWER: TELEPORTATION
Life Points: 128
ITS EFFECT: *This enables Spawn to become invulnerable and move about the screen, though the effect is temporary.*
TO UNLEASH IT: *Hold the RIGHT TRIGGER and roll thumb in a circle from UP counterclockwise back to UP, then press the A or the Y BUTTON.*

BRUTALITY ON THE ROOFTOPS

A CRIMINAL HORDE—AND THE REDEEMER

Four levels, Spawn, four ways to sap your limited infinite powers! Whether it's inside the warehouse or outside, if a swarm of human scum won't wear you down, the Redeemer will! And even if you survive ... you'll be back! Hahahahaha!

Your weakness, Spawn, is that you care too much. Particularly about these children. I harbor no such pity. Not for them ... or for you!

Hey, Spawn, old friend, old pal o' mine! Check out that top window, okay? I think it needs cleaning! Hahaha! Oh, by the way, watch out for that falling fire escape! Look out below!

BEDLAM AT THE INSTITUTE FOR THE CRIMINALLY INSANE

Three levels of Bedlam, Spawn, three more opportunities to squander your soul. And if you're lucky, very lucky, you may get to meet my good friend, Violator!

SECURITY ANDROIDS DISPATCHED! ALL INMATES, RETURN TO YOUR CELLS IMMEDIATELY!

I believe The Butcher is looking for a little bit of a snack, Spawn, but that's barely the beginning of what you ought to be worried about. Step right up and feast on my smorgasbord of evil!

DESCENT INTO THE DARKLANDS

If you can survive eight levels of The Darklands, Spawn, I will be well, entertained, at least, if not actually impressed. Say hello to my lava demons, my flying gargoyles, my delightful creatures of rock, armor and flame. This is the Bureau. Circle and this is just the first level of the demonic Darklands.

Should you survive Eden's Reflection, it will be our distinct pleasure to invite you into our torture chamber!

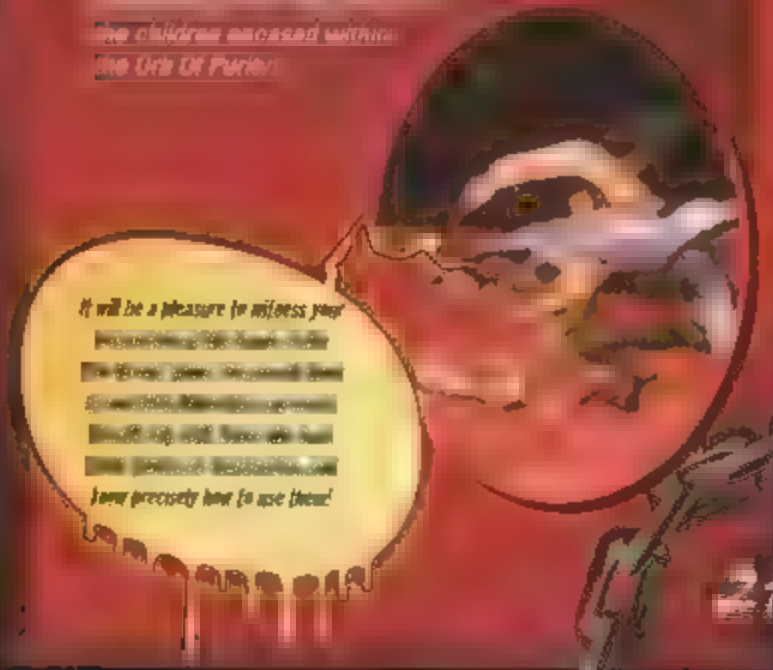
Be careful, Spawn. I can't enter The Darklands but I know the dangers all too well. Beware Eden's Reflection and the demons' torture chambers! But don't give up. You must retrieve the Orb. You must rescue the innocence of those 13 children!

LEVEL 3: Gothic Torture
LEVEL 5: The Eternal Battlefield

THE FINAL BATTLE

New Breed, to be precise!

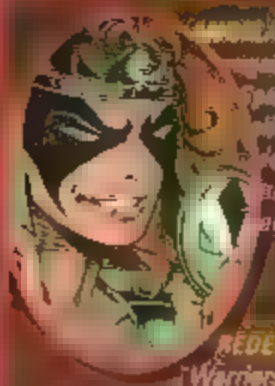
The children encased within
the Orb Of Purity!



SPAWN AND THOSE HE ENCOUNTERS

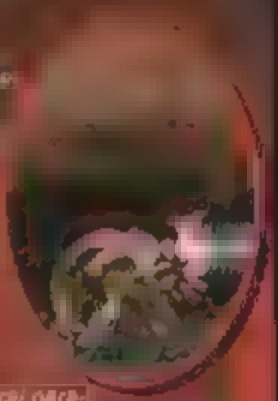
MALEBOLGIA" is the Lord Of
Darkness who controls evil
on earth and in the universe.

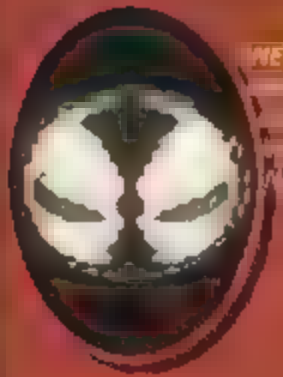
his army of the damned.



emblems on her headgear.

REDEEMER" is a one of the
"Warriors of Light", sent to





NEW BREED" is a neural para-

New Breed feeds on innocence

VIOLATOR™ is another of Malebolgia's creations, a creature who sometimes appears as a human clown, and other times as a demonic horror of ghastly proportions. Violator feeds on fear, and delights in toying with humans to satisfy his infernal hunger.

THE MAD ONE™ is a renegade Crusader against evil who has taken it upon himself to destroy Malebolgia. In order to do this, he has enslaved the innocence of 13 children within an Orb Of Purity, and hopes to use that innocence to obliterate Malebolgia's evil.

THE BUTCHER™ is also known by the name Billy Kincaid. He was placed in the Hiram Bedding Institute For The Criminally Insane for committing unspeakably brutal and murderously horrific acts against dozens of children.

MALEBOLGIA'S TIPS ... BUT CAN YOU TRUST THEM?!

Take care, my little Spawn, you certainly don't want to expend all your precious energy too soon, now, do you? Of course not! To help you on your way, here are a few tips from yours truly. What, you don't trust me? Hahahahahahahaha!

—Move very quickly when you reach The Belly Of The Beast, for there's almost as much healing as suffering taking place there!

—Shadows may be torn asunder, or may be hiding some friends of mine, but remember: In The Darklands, shadows do not obey natural laws!

Then again, Spawn, what do you need these tips for? You have infinite powers! Hahahahahahaha!

NOTES

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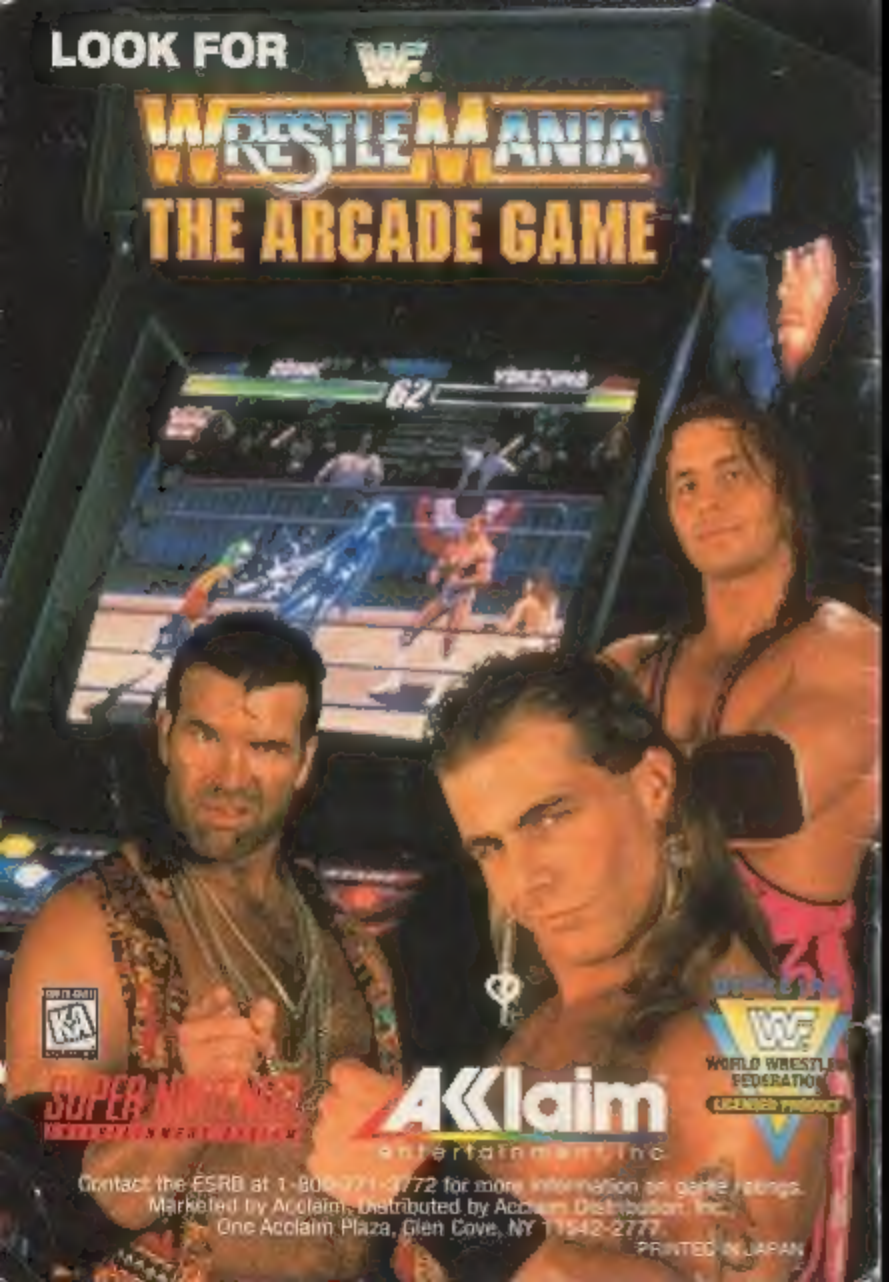

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